

Theme: Light

Diversifiers:

To mix 2d characters and 3d environment - No

Music with horns - Yes

Experimenting with a new tool/skill - Technically Ian's first time being a sort of team lead,

Rowan's first time doing sound design (not counting music), and...

Replacing the skybox - Yes

- Basic Sketchup
 - Mechanics (Puzzle Genre)
 - Illuminate Path (Puzzle_CORE)
 - Light Switch Flip (Flips Palettes)
 - Light Mode
 - Dark Mode
 - UV Mode
 - Illuminate/Ignite-to-checkpoint
 - Reflective Surface Based Movement
 - God Ray
 - OG segment
 - Thematics
 - Takes place in space, over some course of lightyears, and utilizes a pastel color palette.
 - Being someone or something's shining light, having the light in your eyes (resolve/spark), and becoming enlightened.
 - [Seven Point Plot Structure](#)
- Needs
 - Levels (Narrative // Scripting ideas // Outline)
 - 0 - Prologue (Background to events) (hook)
 - "In the year 199019..."
 - "Where, once upon a time, bees carried pollen from one flower to another, today is the day incubated Photosynthesoids are carried from one planet to another..."
 - "Really helps get new worlds ready for human habitation!"
 - "But, alas... This bumble bee's got no more swing in her step. A solar flare has rendered the ship immobile, and power is declining at an alarming rate!"
 - "Only you, the captain of this Photosynthesoid ship, can help ensure this journey through the stars is a success!"
 - 1 - Makes All The Difference... (Dark V Light // Tutorial) (plot turn 1)
 - The player spawns (this is important)
 - The player will leave the cockpit, and, coming to a dark abyss, with a single lit path going horizontally through the middle, freeze.

- “Darkness...”
 - “Photosynthesoids can’t move in the dark...”
 - “If anything, they can barely move at all. The UV lighting on the ship was keeping you going, but, with the UVs out, and the regular lights dwindling...”
 - “You’ll have to divert power.”
 - By flipping the switch, the player is able to divert the power, and progress forward to the next level.
- 2 - Blacklight (UV Intro) (pinch 1)
 - As the player walks through the corridor, lights flicker (maybe), causing the player to be unable to move.
 - “This is quite the disaster you’ve ended up in...”
 - “The stress is really getting to you, you know...”
 - “You can’t stop thinking about your plant-wife and plant-kids”
 - “That you don’t have yet.”
 - The player comes to a large room, once again shrouded in darkness, with a few pre lit paths.
 - “Is there enough power to light the paths here? There were more than X, last you remember...”
 - As the player experiments, they will find no configuration that gets them through the room, but they will find the blacklight.
 - “Is this... A UV lamp? Must be an auxiliary... Maybe I can use this to find my way around?”
 - The UV light will allow the player to find an alternative lever, which opens a door and enables one of the paths, making forward progression viable.
 - 3 - Need Some Time to Reflect (Refl + God Ray) (midpoint)
 - Upon going forward, the player will pass by a darkened room with a single ray of light shining through a window. Moving forward past the dark room will lead to a dead end.
 - The bomb, god ray, and destructible wall are all in the same room. There will be a crack on the wall that the bomb has to be used at
 - At whatever point the player sees the bomb; “Wow, an incendiary... Sure hope I won’t have to blow out the wall to get to the generator! That’d be super dangerous!!!”
 - “The door’s locked... Aw geez...”
 - Upon going to the darkened room, the player can approach an object...
 - “You could do something with this...”
 - Controls will flash on screen for picking up the object and moving it around. By arranging the reflective objects in a manner that diverts the god ray towards the found-bomb, it will explode.
 - Upon finding the bomb after this, the player thinks...

- Upon blowing the wall, the player also blows out a window, and is promptly sucked out into the vacuum of space, along with all the oxygen.
- 4 - WINDOW BR8K (0G) (pinch 2)
 - “Your oxygen support activates, making your demise just a bit less imminent, and perhaps just a bit more preventable.”
 - Sucked into the void of space, the various debris of wall and rock act as little islands of gravity, slowly pulling the player towards them.
 - The player will have to maneuver across these debris and get some reflectors to divert a god ray (from the sun) to open another airlock.
 - When the player hits the first debris: “Woah! Your light leafy frame causes you to bend to the gravity of even small rocks and debris! At least you won’t float off into the void...”
 - “You’d better find a way to get back inside...”
 - Player enters airlock, and, upon walking through, one door closes behind them while another opens in front of them.
 - “Golly, that sure was quite the spot of trouble you were in!”
 - “Admittedly, you’re still in a bit of trouble.”
- 5 - The Path to True Enlightenment (Synthesis) (plot turn 2)
 - Walking through, the player happens upon a large and cavernous reactor room, shrouded in quite the expanse of darkness.
 - “Oh no... this is bad... If the reactor room’s dead, then the battery’s totally kaput!”
 - The UV light will need to be found to traverse the darkness. Pulling a lever will activate a god ray at a higher elevation.
 - “Looks like you opened the windows...”
 - A different lever can be used to divert power, closing the window, but lighting up a staircase.
 - Another lever will open an airlock. Going outside will allow the player to maneuver the window, which is, in fact, a giant reflector.
 - By diverting the god ray to a large solar panel, a post process volume will brighten everything, indicating that the lights have come back on, and fading to white.
- 6 - Epilogue (Some Fancy Nonsense to Wrap Up) (resolution)
 - “With the power back on, you can continue your journey to the target planet...”
 - “You don’t know the name of the planet... That’ll be a choice left up to the people...”
 - “But you’ll rest easy knowing that you were a part of it.”
 - “You’ll write a memoir and dedicate it to your future plant wife and plant kids, probably...”

- “Yeah; that’ll be nice.”
 - Mechanics (programming/Design)
 - ~~(Switches on a panel for activation) Multiple paths. Power is a limited resource, and so only a few paths can be lit at a time.~~
 - ~~Dark paths cannot be traversed by the player~~
 - ~~UV Lamp—An item that can be picked up and allows you to go outside of any of the lit paths, and acquire a resource that would be invisible otherwise. Works like a flashlight, creating UV-lit paths, and making anything within its light range that is UV-viewable become visible.~~
 - ~~Item which disappears on collision and destroys a wall. Call it a bomb. Starts a fire?~~
 - ~~A god ray (perhaps from a solar flare) which comes in through a window.~~
 - ~~By picking up and moving reflective objects, it is possible to create an illuminated path where there isn’t one (use of UV to find these may be necessary).~~
 - ~~Like the Portal laser reflectors.~~
 - 0 Gravity segment
 - (w/ gravitational pull mechanic)
 - ~~Picking up and moving objects~~
 - Time starts ticking down in corner after collision with trigger. Restarts the game upon hitting 0.
 - Trigger that brings up text
 - Think about how we’ll implement the text from google docs into the game. Copy pasting could be time consuming, but, compromises can be made.
 - Menus
 - Main
 - Pause
 - Final Function: Cheats. By hitting the numbers on the keyboard, can load to different checkpoints. For presentation purposes.
 - ~~Spacey Skybox~~
 - Assets
 - 3D
 - <https://dueddel.itch.io/corridor-level-kit-kitjam-2021> - Level Building Blocks
 - <https://milkandbanana.itch.io/lab-assets> - Props
 - Audio
 - Background music
 - Fire sound
 - Air leak sound
 - Airlock open//door open sound

- ~~Button hover // click sound or sounds~~
- ~~Lever switch~~
- ~~Fluorescent hum~~
- ~~Zap~~
- ~~Footsteps (reverberating)~~
- ~~Sparkle sound (played when in proximity of god ray)~~